

**WANT EASY ACCESS TO THE
BEST BITS OF THE GAME?**

**CALL
1902250558***

OR LOG ONTO

WWW.CODEMASTERS.COM/BONUSCODES

CALL NOW AND GET INSTANT ACCESS TO...

› VEHICLE SET 1 › ALL TRACKS

**› VEHICLE SET 2 › ALL SINGLE
EVENTS**

› VEHICLE SET 3

**› ALL CHAMPIONSHIP
EVENTS**

OR JUST PLAY THE CAREER MODE TO THE END!

All game features unlocked with Bonus Codes are also available through playing the game.
Please note cheats cannot be used during online gaming.

*Calls cost \$2.75 per minute. Calls from mobiles vary. Calls last approx. 3 minutes.

Callers must be over 16 and have permission from the bill payer. Prices correct at time of going to press.

Service Provided by Premier Communications PO Box 177 Chesham HP5 1FL.

TO GET STARTED, FOLLOW THESE INSTRUCTIONS:

- 1 From the Main Menu go to Options > Bonus Codes and write down your Access Code.
- 2 Call the Hintline or log on and follow the links to the Colin McRae: DIRT area.**
- 3 When prompted, enter the Access Code and your details
- 4 Either write down the codes you're given or look at the Bonus Code email you've been sent. You can get as many or as few Bonus Codes as you like in one Hintline session; the email will contain them all.
- 5 To unlock the new features, go to Options > Bonus Codes > Enter Code and enter the bonus Code(s) in the space(s) onscreen.

**Please note: Hintline Bonus Codes are paid for through the cost of call and require a touch tone telephone. Obtaining Bonus Codes online requires a small fee paid by credit card.

IMPORTANT: Bonus Codes supplied are unique to your profile and/or console.

© 2006 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® is a registered trademark owned by Codemasters. The Codemasters logo and "DIRT"™ are trademarks of Codemasters. "Colin McRae"™ and the Colin McRae signature device are registered trademarks of Colin McRae. All other copyrights or trademarks are the property of their respective owners and are being used under license. This game is NOT licensed by or associated with the FIA or any related company. Unauthorised copying, adaptation, rental, lending, re-sale, arcade use, charging for use, broadcast, cable transmission, public performance, distribution or extraction of this product or any trademark or copyright work that forms part of this product is prohibited. Developed and published by Codemasters. Microsoft, Xbox, Xbox 360, Xbox Live and the Xbox 360 and Xbox Live logo are either registered trademarks of trademarks of Microsoft Corporation in the U.S. and/or other countries.

PR07X3AU05
5024665333053



XBOX 360™

XBOX
LIVE®

colin mcrae™

DIRT™



codemasters™

⚠ WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS

GAME INTRODUCTION	1
CONTROLLER SETUPS	1
MENU NAVIGATION	3
CREATE YOUR DRIVER PROFILE	4
THE GAME SCREEN	5
DRIVING VIEWS	7
RACE DISCIPLINES	9
DIFFICULTY LEVELS	11
CAREER	13
RALLY CHAMPIONSHIP	14
RALLY WORLD	15
REPLAYS	15
CO-DRIVER CALLS	16
DRIVING TECHNIQUES	17
DAMAGE	19
CAR SETUP	19
OPTIONS	21
CONNECT TO XBOX LIVE	22
SPECIAL THANKS	24
THANKS	24
CREDITS	24
SOFTWARE LICENSE AGREEMENT & WARRANTY	27
CUSTOMER SUPPORT	28



GAME INTRODUCTION

WELCOME TO COLIN MCRAE™ DIRT™, THE NEXT GENERATION IN THE ACCLAIMED COLIN MCRAE RALLY SERIES. YOU'RE IN FOR MUCH MORE THAN JUST RALLYING HERE, WITH SIX RACE DISCIPLINES TO COMPETE IN, INCLUDING SOME OF THE MOST EXTREME FORMS OF OFF-ROAD RACING IN THE WORLD.

CONTROLLER SETUPS

IF NONE OF THESE 4 PRESETS SUIT YOUR DRIVING STYLE, SIMPLY ENTER THE CONTROLS PORTION OF THE OPTIONS MENU FROM THE COLIN MCRAE DIRT MAIN MENU TO CUSTOMISE THE CONTROLLER TO YOUR PREFERENCES.

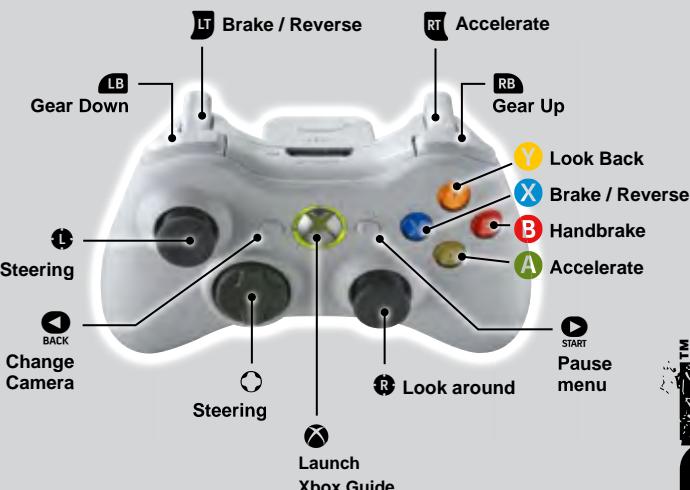
PRESET 2



PRESET 1



PRESET 3



PRESET 4



WHEEL PRESET 1



MENU NAVIGATION

USE THE DIRECTIONAL PAD OR LEFT STICK TO NAVIGATE THE MENUS, PRESS **A** TO CONFIRM/SELECT OR **B** TO CANCEL/BACK UP. ON MOST MENU SCREENS THERE ARE ADDITIONAL OPTIONS AVAILABLE ON THE **X** OR **Y** BUTTONS, SIMPLY LOOK TO THE BUTTON BAR AT THE BOTTOM OF THE SCREEN TO SEE THE AVAILABLE OPTIONS. USE THE RIGHT STICK TO ROTATE THE MENU PANNES.

Help

Look out for help on some screens, assigned to the **Y** button.

Press this button to hear extra information or advice about the current screen content. For example on the Car Setup screen, Travis advises on the best way to configure each set up option.

CREATE YOUR DRIVER PROFILE

THE FIRST THING YOU NEED TO DO FROM THE PRESS START SCREEN IS CREATE A DRIVER PROFILE. SIMPLY FOLLOW THE ON SCREEN INSTRUCTIONS TO ENTER YOUR DRIVER NAME AND SELECT YOUR NATIONALITY.

AUTOSAVE

If you have a hard drive or memory card for your Xbox 360, select 'Autosave On' to enable automatic game saving, to record all of your fastest laps and other important driving statistics.

Note:

If you select 'Autosave Off' this can be updated at a later date from the Options menu.



THE GAME SCREEN

THERE IS A LOT OF USEFUL INFORMATION CONTAINED IN THE ON SCREEN DISPLAY TO HELP YOU TRACK YOUR PROGRESS AS YOU RACE. BEWARE THERE ARE SLIGHT DIFFERENCES BETWEEN GAME MODES.

POINT TO POINT RACES



CIRCUIT RACES



- 1 - Tachometer
- 2 - Current Speed
- 3 - Current Gear
- 4 - Turbo Gauge
- 5 - Odometer
- 6 - Change Gear Light
- 7 - Rev Limit Light
- 8 - Progress Bar
- 9 - Progress Marker
- 10 - Race Time
- 11 - World Record
- 12 - Co-Driver Arrows
- 13 - Warning Message
- 14 - Damage Icons
- 15 - Circuit Map
- 16 - Current Lap
- 17 - Race Position
- 18 - Split Times
- 19 - Proximity Arrows

DRIVING VIEWS

ONCE IN THE GAME, YOU HAVE SIX CAMERA VIEWS TO CHOOSE FROM. WHEN YOU KNOW YOUR FAVOURITES, YOU CAN GO TO THE PAUSE MENU AND DE-ACTIVATE UP TO FIVE CAMERAS TO REDUCE THE CHANGE CAMERA CYCLE.



Close Chase Cam



Far Chase Cam



Bumper Cam



Bonnet Cam



Dashboard Cam



Helmet Cam

REAR VIEW

Each of the game cameras has a 'Look Back' function, found by default on the  button. Press this button to get a rear facing view of your car in action.

When in Helmet Cam, pressing the  button performs the 'Look to Mirror' function, showing you a closer view of the rear view mirror.

Note:

Not all cars have a rear view mirror, in which case the 'Look Back' function is used.



RACE DISCIPLINES

IN COLIN MCRAE DIRT, THERE ARE SIX RACING DISCIPLINES TO GET TO GRIPS WITH;



RALLY

Home to such champions as Colin McRae and Travis Pastrana, rallying is the pinnacle of the off-road racing scene. Race point-to-point on challenging stages set in six countries; Germany, Spain, Italy, Japan, Australia and the United Kingdom.



CROSSOVER

Crossover is derived from the Super Special Stages found in Rally events. Race head-to-head around a 2-lane circuit. In the knockout events, compete through quarter and semi-final heats to get to the final.



RALLYCROSS

Rallycross is the European based sport of racing on circuits combining both on and off-road elements. The competition is fierce and action-packed, with the tracks comprising the pick of the best from the UK and France.



RALLY RAID

Race world class Rally Raid vehicles head-to-head on long off road circuits in the USA. Based in Otay Valley, California, this is the home of off-road racing in America.



CORR

Championship Off-Road Racing is America's greatest short track off road series, with Super Buggies, Class 1 buggies and Pro-4 trucks all hitting the dirt. Race Crandon, Bark River and Chula Vista from the official series.



HILL CLIMB

The most extreme of the disciplines sees you racing 850bhp monsters uphill to the peak of the mountain. Practice on the Windy Point Hill Climb before attempting the big one on America's mountain, the Pikes Peak International Hill Climb.



DIFFICULTY LEVELS

THE GAME CONTAINS FIVE LEVELS OF DIFFICULTY FOR YOU TO ATTEMPT. START OUT ON THE LOWER LEVELS AND WHEN YOU FEEL CONFIDENT, MOVE UP TO A HARDER DIFFICULTY TO MAKE SURE YOU'RE COMPETING WITH EQUAL OPPONENTS.

ROOKIE

Rookie Difficulty is for novice drivers with minimal Rally driving experience. Opponents will have a similar lack of experience so will be easy to beat with little or no practice.

MECHANICAL DAMAGE: Very Low
TERMINAL DAMAGE: Off
OPPOSITION SKILL: Very Easy

CLUBMAN

Clubman Difficulty is for drivers with limited Rally driving experience. Opponents at this level will be a little tougher, but still not unbeatable.

MECHANICAL DAMAGE: Low
TERMINAL DAMAGE: On
OPPOSITION SKILL: Easy

AMATEUR

Amateur Difficulty is for drivers with moderate Rally driving experience. Opponents at this level will provide a solid challenge for drivers not up to speed.

MECHANICAL DAMAGE: Medium
TERMINAL DAMAGE: On
OPPOSITION SKILL: Medium

PRO-AM

Pro-Am Difficulty is for more experienced Rally drivers. Opponents will provide a tough challenge requiring skill to be beaten.

MECHANICAL DAMAGE: High
TERMINAL DAMAGE: On
OPPOSITION SKILL: Hard

PRO

Professional Difficulty is for highly experienced Rally drivers. Opponents at this level will be World class and will be very hard to beat.

MECHANICAL DAMAGE: Very High
TERMINAL DAMAGE: On
OPPOSITION SKILL: Very Hard

Note:

The harder the Difficulty level you choose in Career mode, the more money you will win.

CAREER

THE CAREER MODE IS THE PLACE TO TEST YOUR SKILLS IN THE ENTIRE RANGE OF RACING THAT COLIN MCRAE™ DIRT™ HAS ON OFFER. START OUT IN A RANGE OF STANDARD VEHICLES TO GET INTO THE GROOVE, AND DEVELOP INTO A WORLD CLASS OFF-ROAD CHAMPION, READY TO ENTER THE FINAL 'CHAMPION OF CHAMPIONS' EVENT.

POINTS

Finish in the top six in any event and you'll win points. Your points tally will determine which events become available to you as you make your way through each tier of the career pyramid.

1st = 10pts	3rd = 6pts	5th = 4pts
2nd = 8pts	4th = 5pts	6th = 2pts

MONEY

Finish on the podium in any event and you'll win money. The amount you win will be determined by the event you are in and the difficulty level you are playing at.

BUYING CARS

Use your money to buy new cars to enable you to enter more events.

BUYING LIVERIES

Once you own some cars, buy new liveries to make your car stand out.

RALLY CHAMPIONSHIP

THE RALLY CHAMPIONSHIP IS THE CLASSIC COLIN MCRAE RALLY MODE. ENTER THE EUROPEAN, INTERNATIONAL OR GLOBAL CHAMPIONSHIPS AND RACE FWD, 4WD, RWD AND CLASSICS ACROSS ALL SIX RALLY COUNTRIES IN AN ATTEMPT TO BECOME THE ULTIMATE CHAMPION.

EUROPEAN CHAMPIONSHIP

The European Championship comprises of events in the UK, Italy and Germany.

INTERNATIONAL CHAMPIONSHIP

The International Championship comprises of events in Japan, Australia and Spain.

GLOBAL CHAMPIONSHIP

The Global Championship comprises of events from both the European and International rallies combined.



RALLY WORLD

THE RALLY WORLD IS WHERE YOU PLAY WITH ALL OF THE CARS AND TRACKS YOU HAVE UNLOCKED IN THE CAREER MODE.

SINGLE RACE

In this mode you can race on a single track against AI opponents.

SINGLE EVENT

In this mode you can race through a single event from the Career mode.

TIME TRIAL

In this mode you can practice on any track to set some fastest laps.

REPLAYS

After each race, you will be able to watch a full replay to see how well you have driven. You have full control over the Replay; fast forward, rewind and even slow motion! You can also switch from the TV style replay cameras to any of the in game cameras.

Note: A hard drive must be connected to your Xbox 360 for replays to be enabled.

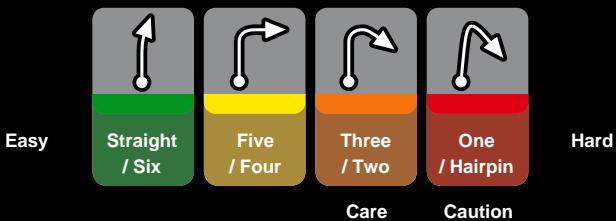
CO-DRIVER CALLS

IN THE RALLY AND RALLY RAID MODES, YOUR CO-DRIVER WILL GUIDE YOU THROUGH EACH TRACK, HELPING YOU RACE AT TOP SPEED BY GIVING YOU ADVANCED NOTICE OF THE UPCOMING FEATURES OF THE COURSE, BE IT CORNERS, JUNCTIONS OR JUMPS.

THE CORNER CALLS ARE NUMERICAL, WITH THE LOWER THE NUMBER THE SHARPER THE TURN. IN MANY CASES THE NUMBER REFERS TO THE IDEAL GEAR THE CAR SHOULD BE IN TO TACKLE THE TURN. FOR '6' TURNS, THIS CAN MEAN IT CAN BE TAKEN AT FULL SPEED RATHER THAN HAVING TO BE IN 6TH GEAR.

THE ON-SCREEN CORNER ICONS ARE ALSO COLOUR CODED TO GIVE A MORE IMMEDIATE VISUAL CLUE OF WHAT IS AHEAD.

Note: By default, the stage map will be shown during a race. Alternatively co-driver arrows can be selected from the OSD section of the Pause menu.



DRIVING TECHNIQUES



RACING LINE

The racing line is the fastest route through a track. Driving on the racing line sets you up better for entering and exiting corners and allows you to carry as much speed as possible through corners, therefore maintaining a higher average speed.



UNDERSTEER

Understeer is when your car doesn't turn enough through a bend. This is common on front wheel drive cars, but is also caused by carrying more speed into a corner than your tyres or the road can cope with.



OVERSTEER

Oversteer is the opposite of understeer and means your car turns too much through a bend, resulting in the rear end sliding out of line. This is common in rear wheel drive cars but can also be caused by your rear tyres not having enough traction on the road for the speed you are carrying.



POWER OVERSTEER

Power Oversteer is the technique of forcing the rear end of your car to slide out by accelerating into a bend on a loose surface. This causes weight shift and the momentum of this helps bring the car around the turn in a smaller arc, saving time and maintaining speed. Use Power Oversteer to navigate sharp turns.



POWER SLIDE

The power slide is similar to Power Oversteer, but is the technique of forcing the whole car into a slide through a bend, rather than just the rear end. This is the most efficient way of taking an open bend whilst maintaining speed. Use Power Slides on wider roads and 5-6 turns.



SCANDINAVIAN FLICK [PENDULUM]

The most famous technique used by rally drivers is the Scandinavian Flick or Pendulum. This technique involves steering away from a turn before turning quickly back into it. This unbalances the car, causing the rear end to pendulum around whilst also maintaining speed as you navigate the turn. Use the Scandinavian Flick on narrow roads and 3-4 turns.



HANDBRAKE TURN

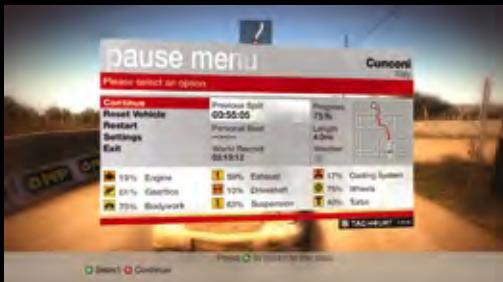
For hairpin bends, it is essential to master the handbrake turn. This is the technique of using the handbrake to lock the rear wheels, forcing the rear end to swing out, turning the car in a very small arc. Use handbrake turns on narrow roads and 1-2 turns.



DAMAGE

THERE ARE NINE PARTS OF YOUR CAR THAT CAN BE DAMAGED. EACH OF THESE AFFECTS HOW YOUR CAR WILL DRIVE. ONCE IN THE SERVICE AREA AFTER A RACE, YOU WILL HAVE TIME TO REPAIR DAMAGED PARTS ON YOUR CAR.

During a race, you can see how damaged each of these areas of the car is by pressing Start to enter the Pause menu.



If you severely damage a part of your car, the corresponding icon will slide on screen on the right hand side during a race. The icons will change colour the more damage the car receives, from yellow through to red. Highlighting areas of your car that are close to being destroyed.

Below are the nine damageable areas and their icons.



Engine



Exhaust



Cooling



Gearbox



Driveshaft



Wheels



Bodywork



Suspension



Turbo

CAR SETUP

WHEN IN THE SERVICE AREA BEFORE OR AFTER A RACE, YOU WILL BE ABLE TO CONFIGURE A NUMBER OF PARAMETERS ON YOUR CAR. CAREFUL SETUP OF THE CAR CAN ENHANCE ITS PERFORMANCE AND HELP TO IMPROVE YOUR LAP TIMES.

REFER TO THE HELP TEXT AVAILABLE IN GAME FOR MORE INFORMATION ON EACH OF THESE SETTINGS.

TIP:

When you are happy with your Rally Car Setup, try it out on one of the Shakedown stages to see how good it really is before heading into full competition.

WHEELS

Set the Camber and alter the Toe Angle.

BRAKES

Choose the Brake Pad and Disc Set and alter the Brake Bias.

SUSPENSION SPRINGS

Set the Suspension Stiffness and change the Ride Height.

DIFFERENTIALS

Where applicable, set the Central Differential Bias and adjust the Limited Slip Differentials.

SUSPENSION DAMPING

Set the Rebound and Bump limits for the Dampers.

DOWNFORCE

Adjust the cars Downforce by changing the angle of the front and rear spoilers.

TRANSMISSION

Pick the Final Drive and set the Gear Ratios.

ANTI-ROLL

Where applicable, adjust the Anti Roll Bar settings.

SAVING CAR SETUPS

If you have a save device connected to your Xbox 360 you can save up to five car setups per vehicle. These can then be loaded for future events and races.

OPTIONS

FROM THE OPTIONS MENU ON THE MAIN MENU YOU CAN ACCESS THE FOLLOWING GAME RELATED SETTINGS:

PROFILE SETTINGS

From the Profile Setting menu you can edit details of your driver profile, including enabling or disabling the autosave and configuring your default vehicle transmission preference. You can also save your game profile or load an alternate previously saved game profile. Only one save game per gamer tag is allowed.

CONTROLLER SETUP

From the Controller Setup menu you can select one of the controller presets or customise the controller setup to your personal preference.

Note:

See the Controller guide pages at the front of the manual for easy access to the controller setups.

OSD

From here you can enable or disable elements of the in game On Screen Display.

SOUND

From here you can control the volume levels for the Sound Effects, Speech and Music. You can also select the sound output type [stereo/surround/headphone].

BONUS CODES

From here you can access your unique Secret Access Code and enter Bonus Codes to unlock locked features of the game.

Note:

See the reverse of this manual for more information on the Bonus Code system.

CONNECT TO XBOX LIVE

PLAY ANYONE AND EVERYONE, ANYTIME, ANYWHERE ON Xbox LIVE®. BUILD YOUR PROFILE (YOUR GAMER CARD). CHAT WITH YOUR FRIENDS. DOWNLOAD CONTENT AT XBOX LIVE MARKETPLACE. SEND AND RECEIVE VOICE AND VIDEO MESSAGES. GET CONNECTED AND JOIN THE REVOLUTION.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

WORLD RANKING

Every player on Xbox LIVE is ranked according to their rating points. Winning against other players can increase your rating points and improve your World Ranking position.

Note:

Exiting a world ranked game while racing is regarded as retirement and rating points will be deducted.

LEADERBOARDS

When you are connected to Xbox LIVE, your in-game leaderboards will automatically be updated with your own personal scores against the online community and updates of world records for each track or event.

When you achieve a new personal record for a stage, event or lap, you will be informed at the end of the race and the new record will be automatically updated to the online leaderboard.

100 PLAYER ONLINE MODE

In Colin McRae DIRT you can take part in online races with up to 100 people at the same time on a Rally or Hill Climb stage. To do this, go to the Xbox LIVE option in the Multiplayer Menu [if connected] and follow the onscreen instructions.

SYSTEM LINK

If you have your Xbox 360 connected to a network, you can create or join a System Link game session that works in the same way as the Xbox LIVE mode, competing on Rally or Hill Climb stages.

NETWORK OPTIONS

From the Multiplayer Menu, configure your network settings to get the best from the multiplayer modes.

SPECIAL THANKS

Colin McRae, Travis Pastrana, Jason Plato, Jean-Eric Freidiger, Campbell Roy, Dave Paveley DPRS.

THANKS

MANUFACTURERS:

Audi AG, Automobiles Peugeot, Automobiles Citroen, BMW AG, Fiat Auto S.p.A., Ford Motor Company, Fuji Heavy Industries Limited, General Motors Corporation, General Motors Europe AG, Group Lotus PLC, Land Rover, Mitsubishi Motors Corporation, Nissan Motor Co. Ltd., Renault Merchandising & Renault s.a.s., Suzuki Sport Co. LTD, Toyota Motor Corporation, Volkswagen AG.

TEAMS:

Aaron Hawley, Astra S.r.l., Eduardo Veiga's Team, Fenomenon Ltd., Greaves-Kincaid Motorsports Potawatomi Race Team, Ickler Motorsports, Kamaz Inc., Kenneth Hansen Motorsport ABMB Motorsports, McMillin Racing, Millenworks, PACCAR Inc., Rally Raid UK, Scott Schwalbe, Stagecoach Diesel Motorsports, Subaru Rally Team USA, Team Renzedder.

CIRCUITS:

Circuit des Ducs Essay, Crandon International Off-Road Raceway, Croft Circuit, Kielder Forest, Knockhill Racing Circuit, Pikes Peak International Hill Climb, Windy Point,

SPONSORS:

A&I (Poco) Acoustics Ltd, Akrapovič d.o.o., Alpinestars S.p.A., Arai Helmet (Europe) B.V., Auto Inparts Ltd, Autocar Electrical Equipment Co. Ltd, Autotronic, Avo UK Ltd, Bell Sports Inc., BF Goodrich, BK Racing Ltd, Black Diamond Performance, Blitz UK, BMC s.r.l, BP p.l.c, BPM Sports, Brembo S.p.A., Bridgestone Corporation, Castrol Limited, Compomotive Automotive 73 Ltd, Continental, Collins Performance Engineering, Cooper-Avon Tyres Limited, Dastek UK, DC Shoes Inc., EBC Brakes Freeman Automotive UK Ltd, EPTG Ltd. / Power Engineering, Falken Tire Corporation, Federal Mogul Corporation, Fidanza Engineering Corporation, Forge Motorsport Inc., Glaxo Smith Kline Goodridge (UK) Ltd, Good Year, Heinrich Eibach GmbH, Hella, Holset Turbochargers, Jansspeed Performance Exhaust Systems, Koni BV, Kumho Tyres, Leda Suspension Ltd, Lucas Oil Products Inc., Magneti Marelli Holding S.p.A., Max-Torque Ltd, Michelin, Milltek Sport, No Fear, Omex Technology Systems Ltd, OMP Racing S.r.l., Oz S.p.A., Pace Products (Anglia) Ltd, Penske Racing Shocks, Peter Lloyd Rallying, Pfitzner Performance Gearbox, Priceross Ltd, Quicksilver Racing, Racetraps Ltd, Recaro GmbH & Co. KG, Red Bull GmbH, Red Dot Racing, Remus Innovation, ReVerie Ltd, Royal Philips Electronics, RT Quaife Engineering Ltd, Scorpion Exhausts Ltd, Shell Brands International AG, Simpson Performance Products, Skyrjacker Suspensions, SPA Design Ltd, Sparco S.p.A., Stilo S.r.l., Superchips Inc., Superchips Ltd., Supersprint S.r.l., Tag Heuer, ThyssenKrupp Bilstein GmbH, TMD Friction, Total U.K. Ltd., Toyo Tyre (UK), Valeo, Valvoline, Xtrac Limited.

ADDITIONAL THANKS:

Christian Edstrom, CORR, The Forestry Commission, Adam Parsons.

CREDITS

VICE PRESIDENT CODEMASTERS STUDIOS

Gavin Cheshire

EXECUTIVE PRODUCER

Gavin Raeburn

SENIOR PRODUCER

Clive Moody

PRODUCER

Alex Grimbley

GAME DESIGN

Matthew Horsman
Brian Collier
Jamie Adamson
Paul Coleman
Paul Lovell

ART MANAGEMENT

Jorge Hernandez-Soria
Michael Rutter
Nathan Fisher

PROGRAMMERS

Ben Knight
Adam Askew
Giannis Ioannou
Hugh Jones
Parvez Hussain
Rob Mann
Adam Johnson

James Manning
Graham Watson
Andrew Shenton
Gareth Thomas
Glyn Taylor
Michael Bailey
Robin Bradley
John Longdon-Neal
Adam Morrison
Alex de Rose
Karl Hammarling
Matt Craven
Peter Pearson
Richard Battley
Will Stones
Alan Roberts
Alan Jarrett
Andrew Sage
Malcolm Coleman
Robert Pattenlen
Frederik Mikkelsen
Sami Stenvinkel
Ben Wittert van Hoogland
Tomas Strenzecski
Alasdair Martin
Liam Murphy
Nic Meider
Michael Nimmo
David Dempsey
John Watkinson

Craig Smyth
Adam Bamford
Neil Bamford
Daniel Oxford
Simon Ernstrock
Jim Vickes
Stephen Wiederkehr
James Horn

Peter Ridgway
Andrea Wärn
Gwyneth Sullivan
Krushna Kalai
Steve Jackson
Ken Jarvis

Ricki Berwick
Adam Hill
Iain Douglas
Joe Bradford
Lee Price
Oscar Soper
Mark Hancock
Seth Brown
Nick Hayes
Richard Thomas
Steve Tsang
Matt Jones
Martin Wood
Andrew Cating
Tom Whibley
Jorge Hernandez-Soria
Paul Edwards
Ben Edwards
Dermot Murphy
Iain McFadzen
Philip Cox
Chris McMorran
Matt O'Connor
Peter Santha
Chris Smithy
Adam Bamford
Neil Bamford
Daniel Oxford
Simon Ernstrock
Jim Vickes
Stephen Wiederkehr
James Horn

Ying Li
Swee Lin
Yaw Yee Lee
Hang Chuan Lin
Shawlin Tan
Sylvain Abd Latif
Jacob Eng Hong Tan
Kean Woon Tan
Jia Shyan Teh
Kwai Chee Wong
Jun Hock Wong
Wei Voon Yap
Wai Mun Yap

Jack Chee Ket Thum
Adrick Kha Hau Leong
Kelvin Wai Kien Chin
Hue Li Hang
Ong Cheeeng Chin
(IT support engineer)

ARTISTS CODEMASTERS KL

Maxime Villeneuve
Jason Butterley
Chen Shyong Lau
Kam Wai Chan
Ong Chee Eng
David, Bai, Huih Khaw
Kuan Teck Ho
Eugene, Tuan Keat Hong
Koh, Chee Leng Loh
Roy, Foo, Hoy Lee
Ka Hui Lee
Soon Aik Lim
Ying Li
Swee Lin
Yaw Yee Lee
Hang Chuan Lin
Shawlin Tan
Sylvain Abd Latif
Jacob Eng Hong Tan
Kean Woon Tan
Jia Shyan Teh
Kwai Chee Wong
Jun Hock Wong
Wei Voon Yap
Wai Mun Yap

Jack Chee Ket Thum
Adrick Kha Hau Leong
Kelvin Wai Kien Chin
Hue Li Hang
Ong Cheeeng Chin
(IT support engineer)

Rachel Weston
Nick Pain

LEVEL DESIGNERS

Jason Wakelan
Graham Bromley
Jason Evans
Lee Ben
Glen McDonald
Kristian Alder-Byrne

"What's Inside" by Bonesaw
(p) & © 2006 West One Music Ltd

"Thoughts of you" by Paul Borg
(p) & © 2006 West One Music Ltd.

PROJECT PLANNING MANAGER

Steve Eccles

OUTSOURCE MANAGER

Daren Campion

TECHNICIAN

Matt Turner

AUDIO MANAGEMENT

Will Davis
Stafford Bawler

"Breakbeat Hustle" by Richard Lewis
(p) & © 2006 West One Music Ltd

"Electro Vendetta" by Jay Price
(p) & © 2006 West One Music Ltd.

AUDIO

Simon Goodwin

Andy Grier

John Davies

ADDITIONAL SOUND DESIGN:

Gregg Hill - Soundwave Concepts

ADDITIONAL RECORDING

David Wyman

VOICE RECORDING

Mike Caplan - LionFox Studios
Aaron Marks - Onyourmark Studio

VOICE ARTISTS

Travis Pastrana
Jon Jones
Pierre-Alain de Barrigues
Pascal Sanchez
Luigi Rosa
Marco Balzaretti
Mario Hassett
Stefan Wilhelm
José Angel Fuentes
César Diaz

LOCALISATION MANAGER

Daniel Schäfers

TRANSLATORS

Sébastien Lizon
Sébastien Sorroche
Annalisa Distasi
Rafael Jagelski

LOCALISATION SERVICES

Binan Sonori

MUSIC

"Forever" by Flicker Music
(p) & © 2006 Cavendish Music Co Ltd

"Stasis" by Henry Jackman

(p) & © 2006 West One Music Ltd

"Rough Road" by Carsten Wegerer/Timo Hohnholz
(p) & © 2006 Primestime Productions Ltd.

"Crystal Spear" by Chris Birkett, James Birkett and Robin Key
(p) & © 2006 Gung Ho Music Ltd.

"Live and Loud" by The Cherry Cola
(p) & © 2006 Bruton Music Ltd

"The Beast" by Bonesaw
(p) & © 2006 West One Music Ltd.

PROGRAMMING

David Felton
Lee Ward
Nicholas Johnson
Nick McAllife

COMMUNITY AND WEBSITE EDITORS

Rich Tysoe
Peer Lawther

RESEARCH

Rosetta Rizzo
Richard Field
Steve Prestidge

QA MANAGER

Eddy di Lucio

QA TEAM LEADER

Steve Stamps

SENIOR QA TECHNICIANS

Ross Hunter

Richard Bailey

QA TECHNICIANS

Nick Wood

Norman Gault and Angela Humphrey (NGM services),

Shinichi Sakaguchi (Suzuki)

Motorsport Japan),

Gilbert Grosso

Lisa Johnson and Neil Jones

(Mira)

Mike Ryan

Dave Biggs

Pete Lovin

Ian Minett

Dan Peacock

Carlo Vogelsang

Peter Harrison

Sam Dicker

Jason Page

Scott Selfon

CENTRAL TECHNOLOGY

Alex Tyer

Andrew Dennison

Brant Nicholas

Bryan Pack

Bryan Marshall

Csaba Berenyi

David Burke

Leigh Bradburn

Nick X

Peter Akehurst

Ryan Wallace

Simon Goodwin

Sukhdeep Thandi

COMPLIANCE AND CODE SECURITY MANAGER

Gary Cody

PLATFORM COMPLIANCE LEADS

Bert Pfeiffer

Mike Hawkins

Neil Martin

COMPLIANCE TECHNICIANS

Kevin Blakeman

Tom Gleasall

Richard Pickering

ONLINE QA TEAM LEADER

Jonathan Treacy

ONLINE QA

Andrew Morris

Anthony Moore

Robert Young

Richard Murphy

Michael Wood

Michael Flood

James Clarke

James Newell

Andy Hack

ADDITIONAL ART**DHRUVA INTERACTIVE****CAR LEAD:**

Balamurugan Sivaram

CAR SUB LEADS:

Bijoy Thomas

Mounesh B

Manoje Venkataraman G.

WEBSITE TEAM**DIRECTOR, INTERNET AND ONLINE SERVICES**

Adam Hance

DESIGN

Cheryl Bissell

James Bonsor

Andy Bishan

Mark Stevens

Trevor Summers

CAR ARTISTS:

Alpin Leong

Jagadeesh BV

Manas Goutala

Manjunath P.

Pushpinder Singh

Renuka Karkhanis

Samik Ghosh

Sunil Kumar

Swaroop Adnarayana

Vishweshwarayya P. Hiremath

TRACK LEAD:

Mukund Rao

TRACK SUB LEADS:

Sunita Patel

Abhina Bagamane

TRACK ARTISTS:

Ajay Leo

Anil Kulkarni

Arjun Rajan

Balamurugan Sivaram

Bijoy Thomas

Dinesh Kumar

Ganesh Sankar

George Louis

Jangadash BV

Jang Bahadur Rana

Jins Joseph

John H. Lee

Prakash Prennath

Prashant Suryal

Raiesh S. N.

Sahish Kumar K

AURORA**LEADS:**

Mathew Mattenavar

Thiru Mohan

Alok Narula

CAR & LIVERY SUB LEAD:

Prashanth Gonsalves

CAR ARTISTS:

Seshagiri Pamula

Sridhar V

Raj Mohan

Kamakarati Mateti

Satish V

Asit Ghadge

CAR LIVERY ARTIST:

Manjunath Pattar

TRACKS SUB LEADS:

Sourav Panda

Sudeep Kumar

TRACK ARTISTS:

Ajay Agarwal

Fauz Khan

M Balasubrahmanyam

Vivek Manoharan

Vikas K

Balamurugan P

Pranav Calicutwala

Ashish Rathod

Somnatheshwar G T

Debabrata Das

Anant Poyekar

Gopal Krishna

Mohan D

Shambhavi Shukla

STICK MAN STUDIOS

Harvey Greensall

Simon Neville

GLASS EGG**ENVIRONMENTS****PRODUCER**

Thuy Nguyen Le

PRODUCER ASSISTANT

Tu Long

ART DIRECTOR

Rob Cianchi

ART DIRECTOR ASSISTANT

Ami Mai Nguyen

TECHNICAL DIRECTOR

Nam Nguyen

TECHNICAL ASSISTANT

King Nguyen

CARS**PRODUCER**

Dung Tran

ART DIRECTOR

Darren Power

ART DIRECTOR ASSISTANT

Thuy Vo

TECHNICAL MANAGER

Kha Ta

ARTISTS

Thuy Nguyen (Leader)

Hue Le

Ly Nguyen

Suong Le

Xuyen Vo

Dieu Lu

Au Tran

Duc Nguyen

Dung Huynh

Hai Nguyen

Hung Tran

Hung Vo

Huong Nguyen

Lam Nguyen

Loan Nguyen

Phuoc Nguyen

Triet Nguyen

Ngan Tran

Nhi Nguyen

Phuong Huynh

Tri Ly

Tan Nguyen

Tao Truong

Thi Tran

Xuyen Vo

Truc Giang

Tuan Huu

Tuan Nguyen

Tuyen Nguyen

Van Nguyen

Vinh Nguyen

Xuan Thieu

Yen Pham

In association with Ingenious Games

INGENIOUS

LIVERY

David Pham

Dinh Tran

Hung Doan

Minh Le

Phuong Ho

Trang Pham

Tri Tran

Uyen Dao

Thanh Mai

Tham Mai

Binh Dang

Chau Tran

Danh Tran

CUSTOMER SUPPORT

	Email	Tel
Australia	custservice@codemasters.com	From within Australia 1902 262626 \$1.99 per min
New Zealand	custservice@codemasters.com	+61 (0) 2 8303 6868 International rates apply
ROW	custservice@codemasters.com	+44 (0) 1926 816044 International rates apply

Codemasters Software Co. PO Box 6. Leamington Spa, Warwickshire, CV47 2ZT. UK.

www.codemasters.com

